

Classification of skills

“Matching”



UNTAMED
EDUCATION

“Matching”

Task Instructions

1. Cut out the matching cards below.
2. Turn over each card so the writing is face down and mix them up.
3. Place the cards in two columns.
4. With a partner take it in turns to turnover two cards.
5. If you both agree the keyword matches the description then the person who turned them over gets to keep the cards. They also receive another turn.
6. Always make sure you return the cards back to their original place, face down.
7. The winner is the person with the most cards after all have been collected.

Variations/Extensions

1. Students make their own keyword and description cards. They could even draw a picture that represents the keyword.
2. Play individually or cooperatively as a group and see who finishes first.

The Learning

1. The brain loves to be challenged and stimulated. Combining keywords & descriptions with a puzzle or competition increases our chances of remembering the information.

“Matching”

COGNITIVE STAGE

**THE UNDERSTANDING
PHASE. PERFORMANCE
IS CLUMSY AND
INCONSISTENT**

PERFORMANCE GOALS

**USED TO IMPROVE A
SKILL OR TECHNIQUE**

SKILL

**IS THE LEARNED
ABILITY TO BRING ABOUT
A PRE-DETERMINED
RESULT**

COMPLEX SKILL

**NEEDS TO BE
BROKEN DOWN INTO
SMALL CHUNKS OF
INFORMATION AND PUT
BACK TOGETHER AGAIN.**

AUTONOMOUS STAGE

**PERFORMANCE IS
CONSISTENT. MOTOR
PROGRAMMES ARE
LEARNED AND STORED**

**ASSOCIATIVE STAGE
SISTENT.**

**THE VERBAL MOTOR
PHASE.
PERFORMANCE IS
MORE CON**

“Matching”

BASIC SKILL

**A SIMPLE MOVEMENT
REQUIRES LITTLE
CONCENTRATION**

**FACTORS AFFECTING
SKILL LEVELS**

**AGE, MATURITY,
MOTIVATION, ANXIETY,
AROUSAL, FACILITIES,
ENVIRONMENT, TEACHING**

FINE SKILLS

**REQUIRES SMALL
MUSCLE MOVEMENTS
AND HIGH ACCURACY**

GROSS SKILLS

**USES LARGE
MUSCLE MOVEMENTS
AND DOES NOT
REQUIRE ACCURACY**

CLOSED SKILL

**FIXED AND
CONTROLLED
ENVIRONMENT**

OPEN SKILL

**ENVIRONMENT
CONSTANTLY
CHANGING**